AMENDMENTS TO THE CLAIMS

1.   (Currently amended) A method of redirecting an input message to a redirected application on a computing device, the redirected application having at least one of its windows redirected, the redirected window represented on a display of the same computing device as a texture map image, comprising:

(a)   determining if [[the]] an input message directed toward the texture map image is directed at a redirected application having at least one of its windows redirected ("redirected application");

(b)   intercepting the input message if directed at the redirected application;

(c)   if required, transforming the input message to correspond to the display location of the texture map image that represents the application window, represented by the texture map image, that has been redirected if the input message is directed at the redirected application; and

(d)   redirecting the input message to the redirected application if the input message is directed at the redirected application.

2.   (Currently amended) The method of Claim 1, wherein determining if the input message directed toward the texture map image is directed at a redirected application having at least one of its windows redirected ("redirected application") comprises:

[[(a)]] (i)   checking an indicator that indicates if a window of an application has been redirected; and

[[(b)]] (ii)   determining if the input message occurred over [[a]] the texture map image that represents a window of [[a]] the redirected application if the indicator indicates that an application has been redirected.

3.   (Currently amended) The method of Claim 2, wherein transforming the input message comprises:

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[[(a)]] (i)   obtaining the display location of the input message;

[[(b)]] (ii)   obtaining the display location of the texture map image that represents the application window that has been redirected;

[[(c)]] (iii)   creating a transform to change the display location of the input message to the display location of the texture map image that represents the application window that has been redirected if required; and

[[(d)]] (iv)   applying the transform to the input message.

4.   (Currently amended) A method of redirecting input messages meant for a redirected application, the redirected application having at least one of its windows redirected, the redirected window represented on a display device as a texture map image, comprising:

(a)   installing at least one hook to intercept input messages;

(b)   receiving input messages intercepted by the hook;

(c)   determining if the input messages directed toward the texture map image are directed at said at least one redirected window of the redirected application;

(d)   if required, transforming the input messages to correspond to the display location of a texture map image that represents said at least one window of the redirected application represented by the texture map image; and

(e)   sending the input message to the redirected application.

5.   (Canceled)

6.   (Currently amended) A computer-readable medium having computer executable instructions for redirecting an input message to a redirected application on a computing device, the redirected application having at least one of its windows redirected, the redirected window represented on a display of the same computing device as a texture map image that, when executed, comprises:

(a)   determining if [[the]] an input message directed toward the texture map image is directed at a redirected application having at least one of its windows redirected ("redirected application");

(b)   intercepting the input message if directed at the redirected application;

(c)   if required, transforming the input message to correspond to the display location of a texture map image that represents the application window, represented by the texture map image, that has been redirected if the input message is directed at the redirected application; and

(d)   redirecting the input message to the redirected application if the input message is directed at the redirected application.

7.   (Currently amended) The computer-readable medium of Claim 6, wherein determining if the input message directed toward the texture map image is directed at a redirected application having at least one of its windows redirected ("redirected application") comprises:

[[(a)]] (i)   checking an indicator that indicates if a window of an application has been redirected; and

[[(b)]] (ii)   determining if the input message occurred over [[a]] the texture map image that represents a window of [[a]] the redirected application if the indicator indicates that an application has been redirected.

8.   (Currently amended) The computer-readable medium of Claim 7, wherein transforming the input message comprises:

[[(a)]] (i)   obtaining the display location of the input message;

[[(b)]] (ii)   obtaining the display location of the texture map image that represents the application window that has been redirected;

[[(c)]] (iii)   creating a transform to change the display location of the input message to the display location of the texture map image that represents the application window that has been redirected if required; and

[[(d)]] (iv)   applying the transform to the input message.

9.   (Currently amended) A computer-readable medium having computer-executable instructions for redirecting input messages meant for a redirected application on a computing device, the redirected application having at least one of its windows redirected, the redirected window represented on a display of the same computing device as a texture map image that, when executed, comprises:

(a)   installing at least one hook to intercept input messages;

(b)   receiving input messages intercepted by the hook;

(c)   determining if the input messages directed toward the texture map image are directed at said at least one window of the redirected application;

(d)   if required, transforming the input messages to correspond to the actual display location of a texture map image that represents said at least one window of the redirected application represented by the texture map image; and

(e)   sending the input message to the redirected application.

10.   (Canceled)

11.   (Currently amended) A computer system for redirecting an input message to a redirected application on a computing device, the redirected application having at least one of its windows redirected, the redirected window represented on a display of the same computing device as a texture map image, wherein the computer system is capable of running an application having a plurality of executable steps, the method comprising:

(a)   determining if [[the]] an input message directed toward the texture map image is directed at a redirected application having at least one of its windows redirected ("redirected application");

(b)   intercepting the input message if directed at the redirected application;

(c)   if required, transforming the input message to correspond to the display location of a texture map image that represents the application window, represented by the texture map image, that has been redirected if the input message is directed at the redirected application; and

(d)   redirecting the input message to the redirected application if the input message is directed at the redirected application.

12.   (Currently amended) The computer system of Claim 11, wherein determining if the input message directed toward the texture map image is directed at a redirected application having at least one of its windows redirected ("redirected application") comprises:

[[(a)]] (i)   checking an indicator that indicates if a window of an application has been redirected; and

[[(b)]] (ii)   determining if the input message occurred over [[a]] the texture map image that represents a window of [[a]] the redirected application if the indicator indicates that an application has been redirected.

13.   (Currently amended) The computer system of Claim 12, wherein transforming the input message comprises:

[[(a)]] (i)   obtaining the display location of the input message;

[[(b)]] (ii)   obtaining the display location of the texture map image that represents the application window that has been redirected;

[[(c)]] (iii)   creating a transform to change the display location of the input message to the display location of the texture map image that represents the application window that has been redirected if required; and

[[(d)]] (iv)   applying the transform to the input message.

14.   (Currently amended) A computer system for redirecting an input message to a redirected application on a computing device, the redirected application having at least one of its windows redirected, the redirected window represented on a display of the same computing device as a texture map image, wherein the computer system is capable of running an application having a plurality of executable instructions that when executed comprise:

(a)   installing at least one hook to intercept input messages;

(b)   receiving input messages intercepted by the hook;

(c)   determining if the input messages directed toward the texture map image are directed at said at least one window of the redirected application represented by the texture map image;

(d)   transforming the input messages to correspond to the display location of a texture map image that represents said at least one window of the redirected application represented by the texture map image; and

(e)   sending the redirected input message to the redirected application.

15.   (Canceled)

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